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PROGRESSIVE BAD BEAT STUD POKER™ User Manual

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www.mikohn.com

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There is a Mikohn product in every casino in the world. This simple statement is a testimony to the Mikohn influence as a key supplier to the international gaming industry. Within its four core divisions, Mikohn has a diversified portfolio that encompasses high-tech player tracking and management information systems, an advanced system for the automation of table games, turn-key design and manufacturing for high impact interior and exterior signage and lighting displays, and a wide and growing number of proprietary specialty games.

SYSTEMS

Heralded as the dominant leader in progressive jackpot systems, Mikohn continues to expand its offerings of sophisticated electronic systems to include the linking of multi-site casinos, advanced management information and player tracking innovations, related module enhancements, and bonusing technology.

TABLE GAMES

Mikohn continues to broaden its staple of proprietary table games, which include new branded specialty games. Designed to bring variety to the gaming floor and attract players, these games encourage greater play through their novel looks and concepts, progressive jackpot systems, and outstanding display features.

GAMING OPERATIONS

The Mikohn slot division continues to create unique and different products that will stand on their own merit. Mikohn will strive to introduce high margin products in games, predict and beat the changes in the industry, and drive that change while building a strong base of products that will gain market share, maintain a competitive edge, and focus on products with recurring revenue. Creating high demand and competitive slot products with a strong emphasis in differentiation added entertainment value and immediate brand recognition remains the focus of the Gaming Operations division.

EQUIPMENT SALES

As the pioneer and industry leader in the development of interior signage and displays in casinos, Mikohn is renowned for its unique, sensory-stimulating displays. This specialized form of artwork features multi-dimensional elements, thematic progressive displays, meters, robotics/animatronic technology, and computer-coordinated sound and light shows. Mikohn can also customize slot glass to a particular theme, color, and style, enhancing the overall effect of any game. The award-winning Mikohn exterior lighting and signage design team invents displays that not only illuminate buildings, but also magnify their presence and theme.

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Inside Nevada (702) 798-1942
US excluding NV 1-800-798-1942
FAX: (702) 263-2834
E-mail: *800Service@mikohn.com*
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Mikohn Corporate Headquarters
920 Pilot Road
Las Vegas, NV 89119
Telephone: 1-800-336-8449
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1. About This Manual

1.1 Who Should Use This Manual

This user manual provides PROGRESSIVE BAD BEAT STUD POKER™ game rules and dealer procedures, and is intended for use by the management and dealers of the operating establishment. It assumes dealers are familiar with standard seven-card stud poker rules and related operator policy.

The operating establishment may require management personnel to perform some of the dealer procedures in this manual. **Operator policy and internal control procedures for processing and paying jackpots take precedence over the procedures in this manual.**

1.2 Manual Contents

The manual is arranged as follows:

- Chapter 1 – About this Manual, page 1
- Chapter 2 – Game Basics, page 2
- Chapter 3 – Game Play Rules and Procedures, page 5
- Chapter 4 – Progressive Jackpot Payout Procedures, page 9
- Chapter 5 – Troubleshooting, page 23
- Glossary, page 24
- Index, page 26

1.3 Reference Documentation

For additional information on the GAME MANAGER system and the AQUARIUS CONTROLLER™, refer to the following documentation:

- AQUARIUS CONTROLLER v5.6 – v5.7 GAME MANAGER v5.7 Procedures Manual, P.N. 990-241-21
- AQUARIUS CONTROLLER v5.6 – v5.7 GAME MANAGER v5.7 Technical Manual, P.N. 990-241-22

Contact MIKOHN Customer Service at **1-800-798-1942** or your MIKOHN sales representative to order documentation.

1.4 Getting Help

This manual is designed to provide complete dealer instruction for playing PROGRESSIVE BAD BEAT STUD POKER after it is installed; however, if you require further assistance contact MIKOHN Customer Service at **1-800-798-1942**.

2. Game Basics

PROGRESSIVE BAD BEAT STUD POKER™ is a fun variation of traditional seven-card stud poker that gives players extra opportunities to win. This game has the same game objective as seven-card stud poker—try to achieve the best poker hand. In this game, however, players can use two community cards as part of the hand to make the best hand possible. Additionally, players can make an optional progressive jackpot wager to win the progressive jackpot for a good hand, even though the hand loses to the dealer's hand. As with all MIKOHN table games, PROGRESSIVE BAD BEAT STUD POKER is designed to allow for quick play and wager resolution.

In PROGRESSIVE BAD BEAT STUD POKER, players ante to receive an initial five-card hand. Players then either fold or wager to see the two community cards. Players can use these community cards as part of their hand to make the best poker hand possible. The player must have a qualifying hand of at least a pair or better to stay in the game. Qualifying hands are evaluated against the dealer's hand and the best hand wins. If a player loses to the dealer but made the optional progressive wager at the beginning of the game, he or she could still win a progressive jackpot. The progressive jackpot feature rewards players for having a good hand even though the hand is less than the dealer's, giving players an extra chance to win.

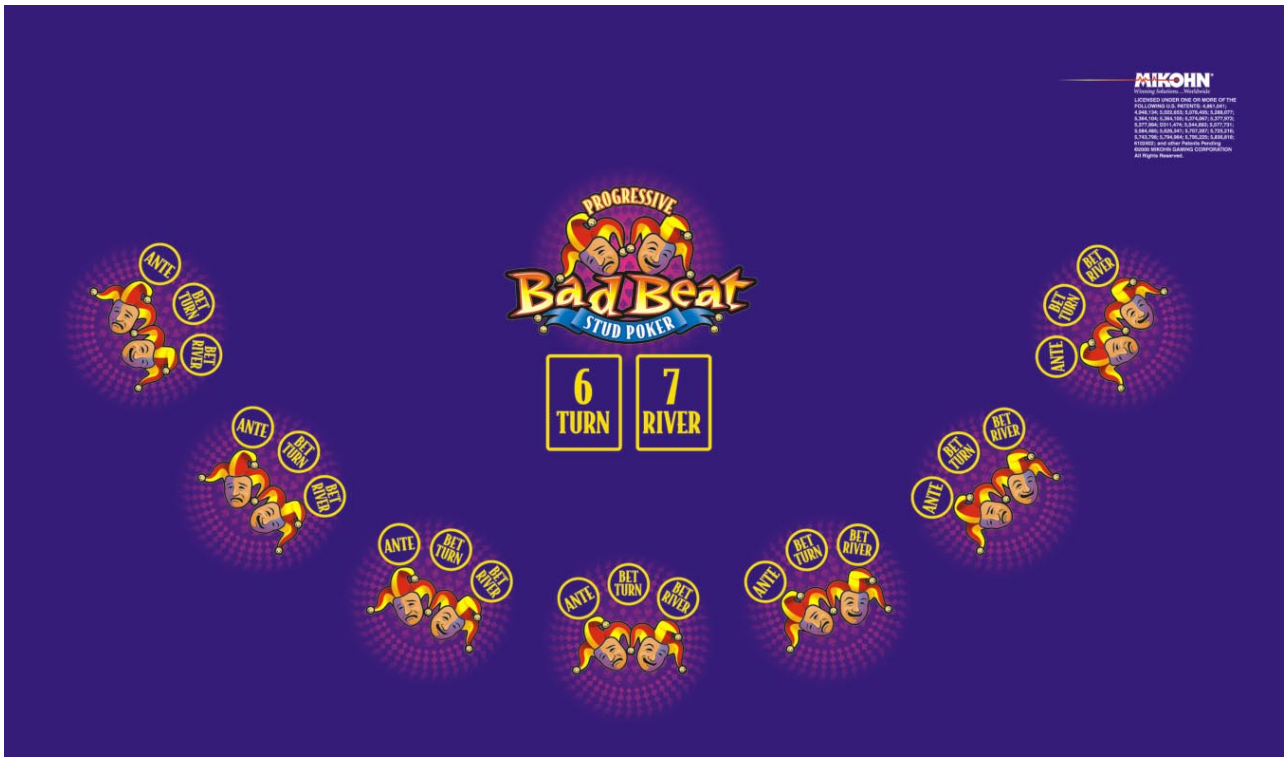

Figure 2.1 PROGRESSIVE BAD BEAT STUD POKER table felt

2.1 Table Setup: Software and Hardware

PROGRESSIVE BAD BEAT STUD POKER operates in three possible configurations—two linked and one standalone.

2.1.1 GAME MANAGER/AQUARIUS CONTROLLER System

In this linked configuration, a computer with MIKOHN GAME MANAGER software acts as the master that communicates with up to 120 slave table games (30 per port), via the AQUARIUS CONTROLLER™ installed in each table. The dealer uses the dealer console at a table to communicate game activities to the GAME MANAGER computer which records game activity, collects game data, and issues directives to each slave to display jackpot information and messages on the table signs. A GAME MANAGER computer can support up to 120 PROGRESSIVE BAD BEAT STUD POKER tables, whether the tables all contribute to one progressive jackpot or different ones.

Using GAME MANAGER, casinos can configure such things as a game's jackpot seed amount and the currency amount for the progressive jackpot wager. Configuration information entered into GAME MANAGER takes precedence over any AQUARIUS CONTROLLER settings.

2.1.2 Aquarius Controller Master/Slave

In this linked configuration, there is one master table game that connects with up to 29 additional slave table games via the AQUARIUS CONTROLLER in each table. The dealer uses the dealer console at a slave table to communicate game activities to the master table. The master AQUARIUS CONTROLLER records game activity, collects game data, and issues directives to each slave to display jackpot information and messages on the table signs.

2.1.3 AQUARIUS CONTROLLER Standalone

In the standalone configuration, each table has its own AQUARIUS CONTROLLER and operates independently of any other tables or controller systems. A dealer uses the dealer console to record jackpots, which the AQUARIUS CONTROLLER displays on the table sign. All default jackpot seed amounts are hard-coded (permanently written) in the EPROM chip on the AQUARIUS CONTROLLER board. However, MIKOHN service personnel can adjust the starting jackpot amount and progressive wager amount if required by a casino.

2.2 Table Components

A standard PROGRESSIVE BAD BEAT STUD POKER table consists of the following components:

1. Seven player positions, each containing the following:
   - Three wagering areas—Ante, Bet Turn, and Bet River
   - A coin acceptor for the optional progressive jackpot wager
2. One dealer position containing the following:
   - A chip tray with eleven chip tubes and a dealer console
   - An area for the dealer's hand
3. Turn and River positions for the community cards
4. A jackpot meter that increments when players make a progressive jackpot wager and decrements when progressive jackpots are paid
5. An AQUARIUS CONTROLLER in each table that records jackpot information and sends progressive jackpot information to the jackpot meter
6. A GAME MANAGER system to set up tables, monitor progressive jackpot activity, and generate table game reports

2.3 Table Security

All PROGRESSIVE BAD BEAT STUD POKER tables have a built-in dealer console in the chip tray that has a hard key lock. The hard key lock comes with two keys and requires the correct key to make either a high or low jackpot award.

- The high jackpot key (009) is used to pay a high jackpot.
- The low jackpot key (008) is used to pay a low jackpot.

3. Game Play Rules and Procedures

3.1 Game Overview

PROGRESSIVE BAD BEAT STUD POKER™ is a seven-card stud poker game in which each player receives five cards but can use two community cards to make the best poker hand. Additionally, a player can make a progressive jackpot wager (optional) to win a progressive jackpot for a good poker hand even if it is a losing hand in the regular game. **The progressive wager does not affect the dealer's hand.**

3.2 Operator-Specific Activities

The following activities are operator-specific. Perform these according to operator rules and regulations.

- Opening the table
- Inspecting the deck of cards
- Removing used and damaged cards
- Performing the shuffle
- Changing the deck of cards
- Managing a dead game
- Understanding the minimum and maximum wagering limits on the table game

3.3 Wagering Rules

In PROGRESSIVE BAD BEAT STUD POKER, a player can make four wagers—the main wagers, consisting of the Ante, Bet Turn, and Bet River; and the optional progressive jackpot wager. This section outlines the rules for making these wagers.

1. All wagers at PROGRESSIVE BAD BEAT STUD POKER shall be made by placing gaming chips on the appropriate areas of the layout and a token in the coin acceptor for the progressive jackpot.
2. Verbal wagers are not accepted at the PROGRESSIVE BAD BEAT STUD POKER game.
3. A player makes the Ante and the progressive jackpot wager before the dealer delivers any cards.
4. Bet Turn and Bet River wagers must be equal to the Ante.
5. After a player makes an Ante wager and game play starts, no player shall handle, remove or alter any wagers made.
6. Operator policy dictates whether players may exchange or communicate information regarding their hands. Violation of operator policy may result in a dead hand and forfeiture of the wager.

3.3.1 Progressive Jackpot Wager Rules

Each player position has a coin acceptor where that player can make a wager for the upcoming hand for the progressive jackpot. This wager is optional.

The following rules apply to the progressive jackpot wager:

1. A player choosing to make the progressive jackpot wager is responsible for noting that the coin acceptor light is on.
2. The operator must close any player position with a defective coin acceptor light.
3. A player can only make a progressive jackpot wager if he or she has also made an Ante wager.
4. The player makes a progressive jackpot wager by depositing a token into the coin acceptor. Only one token may be wagered per hand.
5. The coin acceptor LED turns red when it receives a valid wager. Winning progressive jackpot hands are honored only if the coin acceptor light is red.

3.3.2 Wagering Example

The following scenario demonstrates when a player makes each type of wager during the game.

1. To start the game, the player makes an Ante and, if desired, a progressive jackpot wager.
2. The dealer deals five cards face down to the player.
3. The player looks at his or her cards and decides whether to **fold** and forfeit the Ante or **wager** an additional amount in the Bet Turn position.
4. The dealer reveals the Turn card.
5. The player may **fold** and forfeit both the Ante and the Bet Turn wager, or **wager** an additional amount in the Bet River position.

3.4 Dealer Procedures for Playing the Game

3.4.1 Dealing the Hand

To deal a PROGRESSIVE BAD BEAT STUD POKER hand, perform the following steps:

1. Before delivering the cards, say "no more bets" to inform the players that the progressive jackpot is closed.
2. Press **COIN IN** on the dealer console to activate the progressive meter lock out and prevent any player from making a progressive jackpot wager.
3. Moving from left to right, deal cards only to player-occupied positions as follows:
    a. Deal one card face down to each player and one to the dealer. Deal four more cards to each player, including the dealer, in the same manner.
    b. Place the lammer on the dealer's cards to hold them face down.
    c. Deal one card face down in the Turn position and one in the River position.

3.4.2 Playing the Game

After the cards are dealt, each player will pick up his or her cards. Moving from left to right, each player will either **wager** or **fold**. Perform the following steps according to the player's intentions:

1. If the player folds, take the Ante and remove the player's cards to the discard holder and move to the next player.
2. If the player wants to continue in the game, he or she will make a Bet Turn wager to see the card in the Turn position. Move to the next player.
3. After making a round to each player, reveal the Turn card.
4. Start with the first remaining player to the left and move around the table again.
5. If the player folds, take the Ante and the Bet Turn wager. Remove the player's cards to the discard holder.
6. If the player wants to continue in the game, he or she will make a Bet River wager to see the card in the River position and place the cards face down under the Ante. Move to the next player.
7. After making a round to each remaining player, reveal the River card.
8. Evaluate the cards in the dealer position to make the best poker hand. If you are using the community cards as part of the dealer's hand, move the community cards up in the Turn and River positions.
9. Moving from right to left, analyze the hands of all remaining players to see if the player has a qualifying hand of a pair or better.
10. If the player does not have a qualifying hand, collect the Ante, Bet Turn, and Bet River wagers and place the cards in the discard holder.

11. If the player has a qualifying hand, then compare the hand to the dealer's hand. Perform the following steps:
    a. If the player has a better hand than the dealer's, pay the player 1 to 1 for all wagers. Place the cards in the discard holder.
    b. If the player's hand does not beat the dealer's hand and the player made a progressive jackpot wager, check the player's hand against the correct PROGRESSIVE BAD BEAT STUD POKER paytable to see if the player wins a progressive jackpot. Refer to Section 4.2 for procedures on paying progressive jackpots.
12. Press **GAME OVER** on the dealer console to end the game. (Players cannot make new wagers on the progressive jackpot until **GAME OVER** is pressed.)

3.4.3 Resolving Dealer Errors

To resolve a dealer error, stop the game and notify the appropriate personnel according to operator policy to make necessary changes.

4. Progressive Jackpot Payout Procedures

PROGRESSIVE BAD BEAT STUD POKER™ has seven paytable variations, which are all based on a $1 progressive jackpot wager. This section lists the paytables and the procedures for paying progressive jackpots.

4.1 Paytables

Table 4.1 through Table 4.7 list the paytables available for PROGRESSIVE BAD BEAT STUD POKER. Paytables PBBB1 and PBBB2, (Table 4.4 and Table 4.5) are the same, but the games have different meter settings. Likewise, paytables PBBC1 and PBBC2 (Table 4.6 and Table 4.7) are the same with different meter settings.

Table 4.1 PROGRESSIVE BAD BEAT STUD POKER: Paytable PBBA1

PROGRESSIVE BAD BEAT STUD POKER Paytable – PBBA1		
Hand	**Odds**	**Jackpot Type**
Bad Beat Straight Flush	100% (from meter)	High (JPH – turn to right)
Bad Beat 4 of a Kind 10 - A	100% (from meter)	High (JPH – turn to right)
Bad Beat 4 of a Kind 2 - 9	100% (from meter)	High (JPH – turn to right)
Royal Flush	$500 (from meter)	High (JPH – turn to right)
Bad Beat Full House	$250 (from meter)	Low (JPL – turn to left)
Straight Flush	$200 (from meter)	Low (JPL – turn to left)
4 of a Kind 10 - A	$100 (from meter)	Low (JPL – turn to left)
4 of a Kind 2 - 9	$50 (from meter)	Low (JPL – turn to left)
Bad Beat Flush	$50 (from meter)	Low (JPL – turn to left)
Bad Beat Straight	$25 (from meter)	No Key

Meter Settings			
Primary	**Reserve**	**House**	**Seed**
59%	5%	36%	$10,000

Table 4.2 PROGRESSIVE BAD BEAT STUD POKER: Paytable PBBA2

PROGRESSIVE BAD BEAT STUD POKER Paytable – PBBA2			
Hand	**Odds**	**Jackpot Type**	
Bad Beat Straight Flush	100% (from meter)	High (JPH – turn to right)	
Bad Beat 4 of a Kind 10 - A	100% (from meter)	High (JPH – turn to right)	
Bad Beat 4 of a Kind 2 - 9	100% (from meter)	High (JPH – turn to right)	
Royal Flush	$1,000 (from meter)	High (JPH – turn to right)	
Bad Beat Full House	$250 (from meter)	Low (JPL – turn to left)	
Straight Flush	$250 (from meter)	Low (JPL – turn to left)	
4 of a Kind 10 - A	$100 (from meter)	Low (JPL – turn to left)	
4 of a Kind 2 - 9	$50 (from meter)	Low (JPL – turn to left)	
Bad Beat Flush	$50 (from meter)	Low (JPL – turn to left)	
Bad Beat Straight	$25 (from meter)	No Key	
Meter Settings			
Primary	**Reserve**	**House**	**Seed**
59%	5%	36%	$10,000

Table 4.3 PROGRESSIVE BAD BEAT STUD POKER: Paytable PBBA3

PROGRESSIVE BAD BEAT STUD POKER Paytable – PBBA3			
Hand	**Odds**	**Jackpot Type**	
Bad Beat Straight Flush	100% (from meter)	High (JPH – turn to right)	
Bad Beat 4 of a Kind 10 - A	100% (from meter)	High (JPH – turn to right)	
Bad Beat 4 of a Kind 2 - 9	100% (from meter)	High (JPH – turn to right)	
Royal Flush	$2,500 (from meter)	High (JPH – turn to right)	
Bad Beat Full House	$250 (from meter)	Low (JPL – turn to left)	
Straight Flush	$250 (from meter)	Low (JPL – turn to left)	
4 of a Kind 10 - A	$100 (from meter)	Low (JPL – turn to left)	
4 of a Kind 2 - 9	$50 (from meter)	Low (JPL – turn to left)	
Bad Beat Flush	$50 (from meter)	Low (JPL – turn to left)	
Bad Beat Straight	$25 (from meter)	No Key	
Meter Settings			
Primary	**Reserve**	**House**	**Seed**
59%	5%	36%	$10,000

Table 4.4 PROGRESSIVE BAD BEAT STUD POKER: Paytable PBBB1

PROGRESSIVE BAD BEAT STUD POKER Paytable – PBBB1		
Hand	**Odds**	**Jackpot Type**
Bad Beat Straight Flush	100% (from meter)	High (JPH – turn to right)
Bad Beat 4 of a Kind 10 - A	100% (from meter)	High (JPH – turn to right)
Bad Beat 4 of a Kind 2 - 9	100% (from meter)	High (JPH – turn to right)
Royal Flush	$500 (from meter)	High (JPH – turn to right)
Bad Beat Full House	$250 (from meter)	Low (JPL – turn to left)
Straight Flush	$200 (from meter)	Low (JPL – turn to left)
4 of a Kind 10 - A	$100 (from meter)	Low (JPL – turn to left)
4 of a Kind 2 - 9	$50 (from meter)	Low (JPL – turn to left)
Bad Beat Flush	$50 (from meter)	Low (JPL – turn to left)
Bad Beat Straight	$25 (from meter)	No Key
Full House	$5 (not from meter)	No Key
Flush	$3 (not from meter)	No Key

Meter Settings			
Primary	**Reserve**	**House**	**Seed**
59%	5%	36%	$10,000

Table 4.5 PROGRESSIVE BAD BEAT STUD POKER: Paytable PBBB2

PROGRESSIVE BAD BEAT STUD POKER Paytable – PBBB2		
Hand	**Odds**	**Jackpot Type**
Bad Beat Straight Flush	100% (from meter)	High (JPH – turn to right)
Bad Beat 4 of a Kind 10 - A	100% (from meter)	High (JPH – turn to right)
Bad Beat 4 of a Kind 2 - 9	100% (from meter)	High (JPH – turn to right)
Royal Flush	$500 (from meter)	High (JPH – turn to right)
Bad Beat Full House	$250 (from meter)	Low (JPL – turn to left)
Straight Flush	$200 (from meter)	Low (JPL – turn to left)
4 of a Kind 10 - A	$100 (from meter)	Low (JPL – turn to left)
4 of a Kind 2 - 9	$50 (from meter)	Low (JPL – turn to left)
Bad Beat Flush	$50 (from meter)	Low (JPL – turn to left)
Bad Beat Straight	$25 (from meter)	No Key
Full House	$5 (not from meter)	No Key
Flush	$3 (not from meter)	No Key

Meter Settings			
Primary	**Reserve**	**House**	**Seed**
53%	5%	42%	$10,000

Table 4.6 PROGRESSIVE BAD BEAT STUD POKER: Paytable PBBC1

PROGRESSIVE BAD BEAT STUD POKER Paytable – PBBC1		
Hand	**Odds**	**Jackpot Type**
Bad Beat Straight Flush	100% (from meter)	High (JPH – turn to right)
Bad Beat 4 of a Kind 10 - A	100% (from meter)	High (JPH – turn to right)
Bad Beat 4 of a Kind 2 - 9	100% (from meter)	High (JPH – turn to right)
Royal Flush	$500 (from meter)	High (JPH – turn to right)
Bad Beat Full House	$250 (from meter)	Low (JPL – turn to left)
Straight Flush	$200 (from meter)	Low (JPL – turn to left)
4 of a Kind 10 - A	$100 (from meter)	Low (JPL – turn to left)
4 of a Kind 2 - 9	$50 (from meter)	Low (JPL – turn to left)
Bad Beat Flush	$50 (from meter)	Low (JPL – turn to left)
Bad Beat Straight	$25 (from meter)	No Key
Full House	$5 (not from meter)	No Key
Meter Settings		
Primary	**Reserve**	**House**	**Seed**
63%	5%	32%	$10,000

Table 4.7 PROGRESSIVE BAD BEAT STUD POKER: Paytable PBBC2

PROGRESSIVE BAD BEAT STUD POKER Paytable – PBBC2		
Hand	**Odds**	**Jackpot Type**
Bad Beat Straight Flush	100% (from meter)	High (JPH – turn to right)
Bad Beat 4 of a Kind 10 - A	100% (from meter)	High (JPH – turn to right)
Bad Beat 4 of a Kind 2 - 9	100% (from meter)	High (JPH – turn to right)
Royal Flush	$500 (from meter)	High (JPH – turn to right)
Bad Beat Full House	$250 (from meter)	Low (JPL – turn to left)
Straight Flush	$200 (from meter)	Low (JPL – turn to left)
4 of a Kind 10 - A	$100 (from meter)	Low (JPL – turn to left)
4 of a Kind 2 - 9	$50 (from meter)	Low (JPL – turn to left)
Bad Beat Flush	$50 (from meter)	Low (JPL – turn to left)
Bad Beat Straight	$25 (from meter)	No Key
Full House	$5 (not from meter)	No Key
Meter Settings		
Primary	**Reserve**	**House**	**Seed**
59%	5%	36%	$10,000

4.2 Recording and Paying Jackpots

Players who have a progressive jackpot winning hand must notify the dealer of the winning hand. The dealer must then notify the appropriate management personnel and perform several steps to record and handle the transaction correctly. This section outlines dealer procedures for paying a progressive jackpot; however, operator policy may require management personnel to perform some of these actions. **Operator policy and internal control procedures take precedence over the procedures in this manual**.

When a progressive jackpot occurs, the dealer enters the information into the GAME MANAGER system using the dealer console keypad. After the win is verified and the player paid, the AQUARIUS CONTROLLER™ reduces the meter to account for the jackpot win (in most cases) and the GAME MANAGER system records the information in its database.

There are three progressive jackpot types—High, Low, and No Key. Table 4.1 through Table 4.7 list the jackpot types for each paytable award. The following subsections detail how to perform payouts for each type of jackpot.

NOTE:

The dealer pays progressive jackpot winners from right to left, in order of player position, after taking or paying all initial wagers.

4.2.1 High Jackpot Payout Procedure

High jackpots are either 100% of the meter amount or a fixed dollar amount. Refer to the appropriate paytable in Section 4.1. To make a high jackpot payout, the dealer performs the following steps:

1. Verify the dealer console is in **COIN IN** mode. The game must be in this mode to pay a progressive jackpot.
2. Press the dealer console button that corresponds to the winning hand. The button's red LED indicates a pending jackpot.
3. Notify the appropriate management personnel, who will:
   a. Verify the hand is a winning hand.

NOTE:

If the hand is not a winner, re-press the dealer console button that was pressed in step 2 to cancel the jackpot payout process for that hand.

   b. Ensure the coin acceptor indicator light is on.

c. Double-check all security measures before validating the jackpot:

- Verify that the shuffle was performed according to procedures, qualifying progressive wagers were placed before the hand was dealt, and cards were dealt in the correct sequence and not manipulated to compose the winning hand.
- Check the winning meter amount against the last meter reading and the last jackpot payout to determine if the winning meter amount is correct.
- Pull and check the card deck (save the deck for further inspection).
- Replace the card deck.

4. Count down the remaining cards, sort them into proper order, and check them. Count down the complete deck after any progressive jackpot payout.
5. After the hand is verified, process the win by performing the following steps:
   a. Complete the payout slip (or appropriate payout documentation). If the player wishes to be paid by check, the player must request this prior to the cash payoff being completed. If it is permissible, find out from the player how the transaction is to be carried out before completing the payout slip.
   b. Insert the **009** hard key and turn it from the **R** (Run) position to the **JPH** (Jackpot High) position. The **J-POT** button LED flashes indicating the console is in **Process Jackpot** mode.
   c. Press the flashing **J-POT** button to pay the pending jackpot. The controller deducts the corresponding payout amount from the progressive jackpot meter. A jackpot message scrolls across the table meter indicating a winner, the type of win, the jackpot amount, and at what table. A jackpot paid message displays on the GAME MANAGER Activity Log.
6. Pay the amount of the jackpot to the winning player.
7. After all jackpot payouts are made, turn the hard key to the **R** (Run) position and remove the key.
8. Press the **GAME OVER** button after all payouts are processed.
9. Clear the jackpot from the GAME MANAGER software interface. (Percentage jackpots cause the **Process Jackpot** button on the main menu to blink. When the system has finished processing a jackpot, it prints a jackpot receipt. Add this receipt to the paperwork completed at the table.)

4.2.2 Low Jackpot Payout Procedures

Low jackpots are fixed pay amounts the dealer pays from the chip tray, which also reduce the progressive meter amount. Notify the appropriate management personnel that a low jackpot has been won. To pay a low jackpot, follow steps 1 through 9 in Section 4.2.1, but use the **008** hard key in the dealer console and turn it from the **R** (Run) position to the **JPL** (Jackpot Low) position.

4.2.3 No Key Jackpot Payout Procedures

The dealer does not require a key to pay a No Key jackpot. Refer to the appropriate paytable in Section 4.1 to determine whether a No Key jackpot is from the meter.

From the Meter

No Key jackpots that are from the meter reduce the meter value by the jackpot amount. To pay a No Key jackpot that is from the meter, perform the following steps:

1. Verify that the dealer console is in **COIN IN** mode. The game must be in this mode to pay the jackpot.
2. Press the dealer console button that corresponds to the winning hand. The button's red LED lights indicating that a jackpot is pending.
3. Pay the amount of the jackpot from the chip tray to the winning player.
4. Press **GAME OVER** on the dealer console.

Not From the Meter

To pay a No Key jackpot that is not from the meter, pay the player the amount of jackpot from the chip tray. When all winnings are paid, press **GAME OVER** on the dealer console to start a new game.

4.3 Handling Multiple Progressive Jackpots at One Table and One Deal

NOTE:

MIKOHN recommends paying all winning progressive jackpot hands one at a time according to player position (from right to left). See Chapter 5 for troubleshooting information.

If multiple progressive jackpot wins occur at one table, the dealer performs the following steps:

1. Determine the first winner of a progressive jackpot from right to left.
2. Verify that the dealer console is in **COIN IN** mode. The game must be in this mode to pay a progressive jackpot.
3. Press the dealer console button that corresponds to the winning hand. The button's red LED indicates that a pending jackpot.
4. Notify the appropriate management personnel, who will:
    a. Verify the hand is a winning hand.

NOTE:

If the hand is not a winner, re-press the dealer console button that was pressed in step 3 to cancel the jackpot payout process for that hand.

    b. Ensure the coin acceptor indicator light is on.
    c. **For a high jackpot only:** Double-check all security measures before validating the jackpot.
        - Verify that the shuffle was performed according to procedures, qualifying progressive wagers were placed before the hand was dealt, and cards were dealt in the correct sequence and not manipulated to compose the winning hand.
        - Check the winning meter amount against the last meter reading and the last jackpot payout to determine if the winning meter amount is correct.
        - Pull and check the card deck (save deck for further inspection).
        - Replace the card deck.
5. Count down the remaining cards, sort them into proper order, and check them. Count down the complete deck after any progressive jackpot payout.

6. After the hand is verified, process the win by performing the following steps:
    a. Complete the payout slip (or appropriate payout documentation). If the player wishes to be paid by check, the player must request this prior to the cash payoff being completed. If it is permissible, find out from the player how the transaction is to be carried out before completing the payout slip.
    b. Insert the **009** hard key and turn it from the **R** (Run) position to the **JPH** (Jackpot High) position. The **J-POT** button LED flashes indicating the console is in **Process Jackpot** mode.
    c. Press the flashing **J-POT** button to pay the pending jackpot. The controller deducts the corresponding payout amount from the progressive jackpot meter. A jackpot message scrolls across the table meter indicating a winner, the type of win, the jackpot amount, and at what table. A jackpot paid message displays on the GAME MANAGER Activity Log.
7. Pay the amount of the jackpot to the winning player.
8. After all jackpot payouts have been made, turn the hard key to the **R** (Run) position and remove the key.
9. Press the **GAME OVER** button after all payouts are processed.
10. Clear the jackpot from the GAME MANAGER software interface. (Percentage jackpots cause the **Process Jackpot** button on the main menu to blink. When the system has finished processing a jackpot, it prints a jackpot receipt. Add this receipt to the paperwork completed at the table.)

4.4 Handling Simultaneous High Progressive Jackpot Hands on Multiple Tables

NOTE:

MIKOHN recommends paying simultaneous winning high progressive jackpot hands at multiple tables according to which player won first—as shown on surveillance tapes. See Chapter 5 for troubleshooting information.

Situations can occur in which multiple **100%** jackpots hit at different tables virtually simultaneously. Although it is statistically rare to have such an occurrence, it could happen. When there is more than one table linked to the same progressive, surveillance must determine which player got the winning hand first, because winning a progressive jackpot second (and so on) means the player wins a smaller amount after the first jackpot reduces the meter.

Therefore, in a situation where one player wants to be paid ahead of another or insists he or she won the hand first, surveillance must be called to settle the dispute with surveillance tape evidence. The house awards the first high jackpot to the player who won the hand first, even if by a few seconds difference.

If multiple high progressive jackpot hands are won simultaneously on different tables, the dealer performs the following steps:

1. As soon as a dispute arises, notify the appropriate management personnel, who performs the following steps:
    a. Verify that the dealer console on all tables is in **COIN IN** mode. The game must be in this mode to pay a progressive jackpot.
    b. Verify that both hands are winning hands.
    c. Ensure the correct coin acceptor indicator lights are on.
    d. Double-check all security measures before validating the jackpot:
        - Verify that the shuffle was performed according to procedures, qualifying progressive wagers were placed before the hand was dealt, and cards were dealt in the correct sequence and not manipulated to compose the winning hand.
        - Check the winning meter amount against the last meter reading and the last jackpot payout to determine if the winning meter amount is correct.
        - Pull and check the card deck (save the deck for further inspection).
        - Replace the card deck.
2. Count down the remaining cards, sort them into proper order, and check them. Count down the complete deck after any progressive jackpot payout.

3. After both hands are verified, perform the following steps:
    a. At the first winner's table, press the dealer console button that corresponds to the winning hand. The button's red LED indicates a pending jackpot.
    b. Complete the payout slip (or appropriate payout documentation). If the player wishes to be paid by check, the player must request this prior to the cash payoff being completed. If it is permissible, find out from the player how the transaction is to be carried out before completing the payout slip.
    c. Insert the **009** hard key and turn it from the **R** (Run) position to the **JPH** (Jackpot High) position. The **J-POT** button LED flashes indicating the console is in **Process Jackpot** mode.
    d. Press the flashing **J-POT** button to pay the pending jackpot. The controller deducts the corresponding payout amount from the progressive jackpot meter. A jackpot message scrolls across the table meter indicating a winner, the type of win, the jackpot amount, and at what table. A jackpot paid message displays on the GAME MANAGER Activity Log.
4. Pay the first jackpot winner the full sum of the winning hand's payout.
5. Turn the hard key back to the **R** (Run) position and remove the key.
6. Press the **GAME OVER** button after the first table payout is processed.
7. Clear the jackpot from the GAME MANAGER software interface. (Percentage jackpots cause the **Process Jackpot** button on the main menu to blink. When the system has finished processing a jackpot, it prints a jackpot receipt. Add this receipt to paperwork completed at the table.)
8. After the first jackpot payout is made, repeat steps 3 through 7 for the second jackpot winner. The second high jackpot winner will receive the new jackpot amount (the original jackpot amount less the first winner's payout).

4.5 Reconciling Progressive Meter and Coin-In Amounts

The End of Shift form, on the next page, is an optional tool to check and balance the progressive jackpot meter and coin-in amounts against the GAME MANAGER system. Make copies of the original form and complete one for each shift as follows:

1. Fill in the date, time, shift, table #, games supervisor, and pit/shift personnel.
2. In the Progressive Jackpot Hard Meter section:
    a. Enter the beginning hard meter reading amount. This is the end hard meter amount from previous shift.
    b. Enter the end hard meter amount at the end of your shift. This is the beginning amount for the next shift.
    c. Subtract the end amount from the beginning amount. Enter this amount in Total Hard Meter.
    d. Multiply the Total Hard Meter amount with the progressive meter incrementation rate. (This rate is operator-specific.) Enter this amount in the Change in Progressive Jackpot Value section.
3. Under the Current Progressive Jackpot Reading section:
    a. Enter the beginning amount of the progressive jackpot. This is the end current progressive jackpot amount from the previous shift.
    b. Enter the end amount of the progressive jackpot from the LED screen on dealer console, at the end of your shift. This is the beginning amount for the next shift.
    c. Subtract the end figure from the beginning figure. Enter this amount in Total Current Meter.
4. Compare the Change in Progressive Jackpot Value Amount with the Total Current Meter. This figure represents the correct amount of coin that was added to the progressive jackpot.

To reconcile meter amounts, run the GAME MANAGER Coin-In, Activity Log, and Progressive Jackpot Reports, and compare the total progressive jackpot hard meter and current meter amounts with the amounts on these reports.

NOTE:

Contact MIKOHN Customer Service at **1-800-798-1942**, if the variance is more than 100 coins.

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MIKOHN PROGRESSIVE TABLE GAMES

End of Shift Form

Date:	**Shift:**
Time:	**Table #:**
Games Supervisor:	
Pit/Shift Personnel:	

Progressive Jackpot Hard Meter	
Beginning Amount: (end amount from previous shift)	
End Amount: (beginning amount for next shift)	
Total Hard Meter: (beginning minus end)	

Change in Progressive Jackpot Value (in dollars): (Total Hard Meter times progressive incrementation rate)	**$**

Current Progressive Jackpot Meter	
Beginning Amount: (end amount from previous shift)	
End Amount: (from LED screen on dealer console)	
Total Current Meter: (beginning minus end)	

To reconcile meter amounts, run the GAME MANAGER Coin-In, Activity Log, and Progressive Jackpot Reports, and compare the total progressive jackpot hard meter and current meter amounts with the amounts on these reports.

If the variance is more than 100 coins, call MIKOHN Customer Service at **1-800-798-1942** to resolve the problem.

5. Troubleshooting

5.1 Progressive Malfunctions

NOTE:

To troubleshoot GAME MANAGER or AQUARIUS CONTROLLER™ problems, refer to the documentation for that product. See Section 1.3 to order MIKOHN documentation.

If the coin acceptor, AQUARIUS CONTROLLER, or GAME MANAGER system malfunctions, you can cover up the coin acceptors and play standard seven-card stud at the table without the progressive jackpot. Contact the appropriate personnel and MIKOHN Customer Service to resolve any issues.

5.2 Progressive High Jackpot Input Errors

If multiple high percentage progressive jackpots are pending on GAME MANAGER and the dealer presses wrong high jackpot buttons on the dealer console, perform the following steps:

1. Stop game play on all tables linked to GAME MANAGER.
2. Take note of current progressive jackpot amount, from the dealer console screen and the amount in the GAME MANAGER Activity Log.
3. Cancel all pending progressive jackpots on GAME MANAGER.
    a. Click the **Process Jackpot** button on the GAME MANAGER main menu. The *Process Jackpot* screen opens.
    b. Select each pending jackpot individually and click **Delete**.
    c. The *Confirm Jackpot Deletion* screen appears. Click on the **green** √ for acceptance or the red **X** to return to the *Process Jackpot* screen. If you select the **green** √, the *Process Jackpot* screen appears.
4. Re-enter the correct progressive jackpots in the *Process Jackpot* screen, in correct winning sequence.
5. Pay the appropriate jackpot amount to each winner, one at a time.

Glossary

Aquarius Controller	A mechanism installed on table games that communicates with the console to determine how the table functions and how visual displays increment the progressive jackpot value.
Bet	*See* wager.
Bust	To forfeit the wager. To quit the game for a given hand, particularly for a losing hand.
Coin Acceptor	A device used for collecting the progressive jackpot bet and registering the player for a chance to win a progressive jackpot. There is one coin acceptor for each player position on the table.
Chip	A token representing a monetary value, such as one dollar.
Coin In	The value of coins wagered in a gaming machine. Also known as Turnover, (Coin) Credits Played, and (Coin) Credits Wagered.
Dealer	The person who oversees a table game and is responsible for distributing playing cards and other gaming tools and paying and taking bets at the table.
Dealer Console	The panel in the dealer's position that consists of key switches and buttons. The panel enables the dealer to perform specific table game functions, such as recording jackpot wins.
EPROM	Erasable Programmable Read Only Memory chip that acts as a storage device for various information such as programs or data.
Face Cards	A jack, queen, or king card.
Fold	To withdraw from a card game due to a losing hand.
Game Manager	A MIKOHN table game accounting system that sends and receives information to and from the AQUARIUS CONTROLLER.
Hand	1. Cards dealt to a player in a card game. 2. Cards held by a player at any time during a card game.
Hard Key	A device used for security purposes—to restrict access to equipment, computer functions, and gaming equipment functions. In table games with a progressive jackpot, a hard key is required to pay high and low jackpots, as well as configure the AQUARIUS CONTROLLER.
Jackpot	A prize awarded to a game player upon receiving a winning combination in a game.
Jackpot Reset Switch	A key-activated switch that enables option selections within some self-test pages, enters and advances through the statistical data mode, and resets the machine's internal progressive parameters (if applicable) after a jackpot.
LED	Light-Emitting Diode. An indicator light on the dealer console and coin acceptor that changes patterns (for example, solid or flashing) according to the status of the function the LED represents.
Master and Slave	The relationship between the Master (controller or computer) and the slave controllers in tables with which it communicates.

Master	The primary controlling mechanism for one or more tables. The master can be either an AQUARIUS CONTROLLER installed on a single table or a computer installed in one location (such as the pit boss' station).
Meter	An overhead visual display showing the incrementing numbers of a progressive jackpot.
Paytable	The pay schedule for the wager.
Player	The person who is participating in a game and placing bets.
Progressive Wager	The amount a player places in the coin acceptor to participate in the progressive jackpot portion of the game.
Progressive Jackpot	In a table game, an amount of money accrued by player contributions added to a seed amount (for example, $10,000 to start). Players with winning hands can collect all or a part of the progressive jackpot.
Push	A tie in a card game. Nothing is won or lost, and the player retains all money wagered (other than the progressive wager).
Seed Amount	The starting amount of a progressive jackpot.
Table	Where a card game is played. May contain an AQUARIUS CONTROLLER in the table mechanism.
Table Felt	The printed surface of a table game, which shows all the areas where bets can be placed.
Wager	To bet; To stay in the game by betting money on a dealt hand, especially if it is a potential winning hand.

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